



TIME BOMB

by Fernando Herrera

VOLUNTEER WANTED

RACE AGAINST TIME AIRCRAFT AND LAND MINES TO
PREVENT AMMUNITION DEPOT SABOTAGE

- HIGH RESOLUTION COLOR GRAPHICS WITH PLAYER MISSILE ANIMATION
- EIGHT COLOR ACTION
- FAST ACTION WITH REAL-TIME SOUND GENERATION
- TEN VARIATIONS OF CHALLENGE
- SELF SEEKING JOYSTICK LOGIC
- GROUP PLAY POSSIBLE... ANY NUMBER OF PLAYERS
- SCOREBOARD LISTS TOP PLAYERS FOR EVERY LEVEL OF PLAY
- SELF OR GROUP COMPETITION WITH STRATEGY BUILD UP

16K Cassette

Joystick Required

24K Disk

Swiftly Software
Inc.

P.O. BOX 641 MELVILLE, N.Y. 11747

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by
FERNANDO HERRERA

VOLUNTEER WANTED

REQUIREMENTS: YOU MUST BE FEARLESS; HAVE NERVES OF STEEL; HAVE LIGHTENING QUICK REFLEXES; LOVE ESPIONAGE and be ready to RISK YOUR OWN LIFE.

YOUR MISSION

When the clock starts, you zig zag back and forth across the countryside racing against time. Your mission is to rescue all sixteen ammunition depots from bombs that are planted in each depot and are ready to explode.

As you run, landmines are planted in your path and four low-flying air attack squadrons buzz closely overhead.

If you choose your mission at night, only reflections from explosions make the speeding airplanes visible.

Will you save the depots before the timed fuses ignite? Can you avoid the landmines? Will you be able to outfox the airpatrol? Will another volunteer be needed to take your place?

PROGRAM FEATURES

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INSTRUCTIONS

SELECTING A PLAYER

Any player can have a turn at any time. When your Joystick Number appears at the bottom of the screen, press the Trigger.

NAME OPTION

To have your name appear in the scoreboard, toggle the Joystick in any direction whenever your Joystick number appears at the bottom of the screen. Type in your name in response to "NAME PLEASE" and press the Return Key.

SELECTING LEVEL OF DIFFICULTY

There are five levels of difficulty with each level having the option of day or night flight. At LEVEL ONE up to ten landmines are planted by the enemy. At LEVEL FIVE up to 250 landmines may be planted and the mission time is longer.

Choose the level by holding the Joystick Trigger until the desired day or night level option appears.

STARTING AND PLAYING THE GAME

You begin by pressing the START key. Immediately you will see the terrain and hear the drone of the airplanes as they start to roar across the screen.

- Your position, in the middle of the battlefield, is indicated by a yellow blinking marker. Depots in need of rescue are in blue and landmines (when they begin to appear), flash in red. Orange, Green, White and Purple planes travel, respectively, with speeds ranging from fastest to slowest. Using the Joystick, you must reach each depot (marked in blue). Success depends on your ability to contact all depots in as short a time as possible while avoiding both landmines and planes. At night try to use sound to guide you.

SCORES

Your score depends on the number of depots reached, the amount of time left at the end of the mission, the level of difficulty chosen and whether the mission was run during day or night. (Night missions are worth double the points.) If you get killed on a mission the time left does not count toward the score. GOOD LUCK!

CLOAD and RUN from tape: RUN"D:TIMEBOMB" from disk. (Note: When this program first starts to run there will be about a fifteen second pause.)

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